

COMMODORE 64[®]

USER'S GROUP

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NEWSLETTER

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EDITORIAL

What a hectic month has just passed for me!

I tried to attend as many Chapters as possible, and I think I only missed two. And one of these happened to be on the same night as my home Chapter anyway.

Most of these Groups seem to be well organised already, with a full tutorial being given at the Machine Code Group, an in-depth study of Easy-Script Word Processing at Prahran, and a basic tutorial at Waverley (*excerpts appear in another article in this issue.*).

Then we had the first meeting of the Co-ordinating Committee, and we ironed out a lot of problems which seemed to crop up at various meetings.

As you will see from this issue, we now have a sponsorship for this newsletter. This was brought about by one Chapter not wanting to have to pay for this newsletter. We are now trying to cover the costs by having a sponsor who will cover the main outlay in the production of these issues.

My personal opinion and that of others that I have spoken to is that for the miserly sum of less than a packet of cigarettes or a glass of ale you can have a publication which would rival that of any User Group in Australia, and some that I have seen from overseas too. The Group that suggested this was going to purchase one copy and then photocopy it for the rest of their members. I know at the moment that the question of copyright on software is unclear, but the copying of the printed word is quite another matter. How do other members feel about this?

Anyway, my personal thanks to Robert Reid from *Ultraphase Computers, Greythorn*, for coming to the fore and helping us out with sponsorship of this issue, and several more to come, as I know that in the past he has supported our Group to the fullest, and will continue to do so in the future.

Now that we have such sponsorship, I hope members will show their appreciation and visit him at his new store, and make it known that you read about it in our newsletter.

I have always tried to keep this newsletter for members, showing no bias towards any dealer, but if we are to have such sponsorships or advertisements, we must show support for the dealers who support us.

It was unanimously decided that this Group as a whole would support dealers who derive most of their income from computer and related sales. This is where the future of your machine is, as many people who have bought elsewhere have found that by buying cheaply, they have lost all support for their machine.

Staying on this subject, due to Commodore's policy of

distribution, we have now lost two dealers, and I believe another two are looking at alternative machines. Now Commodore have announced more price cuts again, we are possibly about to lose another few. Do we want to go to a shop and get our equipment, and then get no support? In the long run, we are the ones losing out. I know everyone looks for the best price, but our future is teetering!

Apart from the few regulars, we have no input for this month again. I have purposefully held up publication to allow a few more articles which were promised to arrive, but to this date they have not eventuated. Everyone must have some little snippet or a routine that they have discovered. How about sharing it with all!

As you will see, this issue is being posted to anyone who has ever come to a meeting, or has registered for posting. May I remind you that this will be the last issue you will receive, unless you join a Chapter, or subscribe direct to me. A lot of people say there is no information for them to gain from our newsletter. Well, the vital word here is **our**. If I do not receive material to publish, I cannot put it in the newsletter. So how about it. This is **our** newsletter, so let us get **our** information into print.

Again, my thanks to Robert Reid and all the other dealers I have spoken to this month who have been sympathetic to our cause. Please support them — They will support YOU.

Till next month.

Frank Martin. EDITOR

BASIC TUTORIAL

1) INTERESTING AND USEFUL PAGE 0, 1 & 2 LOCATIONS

LOCATION	DESCRIPTION
43, 44	These two locations contain the address of the start of your basic program.
45, 46	These two locations contain the address of the end of your basic program. These addresses and the ones above will be used later in the tutorial in an example of merging programs.
174, 175	These two locations contain the last address written to when a program is loaded from tape.
197	This location contains the keyboard code for the key that is currently being pressed. This can be used to detect if a key is being pressed, and which key it is.
198	This location contains the number of characters still in the keyboard buffer.

- 199 This location is used to turn on/off reverse printed characters. Poking a value of 1 into this location will turn on the reverse characters, and poking a value of 0 will turn it off.
- 631 to 640 This memory area is the keyboard buffer.
- 646 This location can be used to change the colour of the characters to be printed on the screen. Poking the colour code to this location will change the colour of the characters printed to the colour selected. Note that it will not change the colour of any characters previously printed on the screen.
- 650 This location is used to turn on or off the repeat key function, this is where holding down a key causes it to be continuously printed on the screen. A value of 0 in this location enables only the normal repeat keys to repeat, e.g. space, cursor control and inst/del. A value of 40 in this location stops all keys from repeating, and a value of 80 in this location causes all keys to repeat.
- 657 This location disables the switching between the two character sets. A value of 0 in this location disables the switching, and a value of 80 enables the switching of character sets.
- 53281 Poking the colour code to this location will change the background colour.
- 53280 Poking the colour code to this location will change the border colour.

2) AND & OR FUNCTION

In some programs you may find program lines like POKE 53265, PEEK(53265) OR 32 and POKE 53265, PEEK(53265) AND 223. These program lines use the logic AND and the logic OR function to set and reset individual bits in the memory location. The above two lines would turn ON then OFF the bit map mode of screen output, therefore an OR function sets a bit, and the AND function clears a bit. A more detailed explanation of the AND & OR functions can be found in the OCTOBER, 1983 newsletter in the machine code tutorial.

3) IMPLIED IF STATEMENTS

In a few "COMPUTE!" programs, you may find program lines like —

ON — (A\$ = "J") — 2 * (A\$ = "L") GOTO 122, 124.

Although this line appears to be incorrect, it does work. This is because the sections within the brackets are treated by the computer as an IF statement and a value of 0 or —1 is returned depending on whether the IF statement is true or false. A false returns a 0 and a true returns a —1.

This can be checked with the following short program.

```
10 A = 6
20 B = 1
30 B = B + (A = 5)
40 PRINT "B = "; B
50 B = B + (A = 6)
60 PRINT "B = "; B
70 END
```

Type in this program and run it. B = 1 and B = 0 should be printed on the screen.

4) GET vs INPUT — WHERE TO USE

The GET and INPUT statements are used to input information into the program. If the information required only requires one key input, e.g. menu selecting, etc., then the GET statement is used. If however, more than one key input is required, e.g. entering the data or your name, etc., then the INPUT statement is used.

Also the GET statement will recognize the Function Keys, whereas the INPUT statement will not.

5) MERGING TWO PROGRAMS

```
STEP 1 LOAD first program
STEP 2 POKE 43, PEEK(45) + 2
STEP 3 POKE 44, PEEK(46)
STEP 4 LOAD second program
STEP 5 POKE 43, 01
STEP 6 POKE 44, 08
STEP 7 RUN
```

NOTE: For this routine to work correctly, each program to be merged must have different line numbers.

DAVID MATHIE.

RESET SWITCH

If you haven't already drilled holes all over your computer, then try this instead.

Buy a plug to fit your Serial Port, and a momentary 'on' switch and some two conductor cable (about 1 metre).

Connect the switch to one end of the cable, and connect the plug to the cable on pin 2 and pin 6.

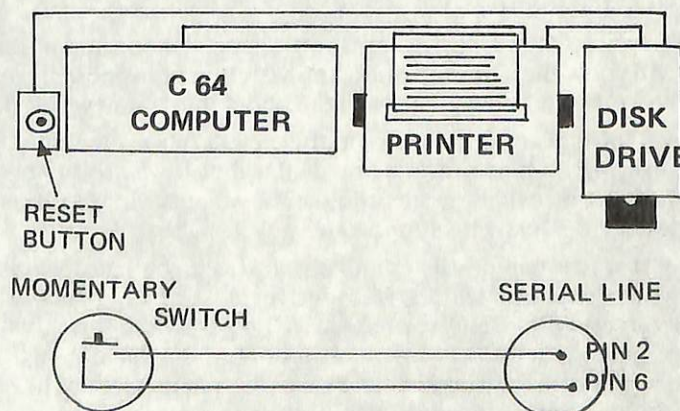
Simply plug this into the end of your "daisy chain" of your peripherals, and press the switch. Hey presto! then you have a cold start without the power bump.

EDITORS NOTE:

When you cold start by this method, you will lose the contents of the cassette buffer and the first two bytes of your basic program (machine code at other locations is not affected).

You can use a program such as 'UN-NEW' which is available from the Library to rechain your basic pointer, and get your basic program up and running again. (There may be problems with this sometimes, but this could be the subject of another article).

If you don't have the facilities to make this cable, or don't feel you are capable enough with the soldering, the complete unit is available from the Editor at \$7.50 plus p&p.



KNOX CHAPTER

Office Bearers

President
Vice-President
Secretary
Deputy Secretary
Treasurer
Deputy Treasurer

Nick Kasperovic
Robert Briede
Colin Cannell
Fritz Westig
Alan Griggspall
Iain Whitecross

Meetings

Venue Coonara Community House
20 Willow Road,
Upper Fern Tree Gully

When Every second Tuesday of each month
(except January)

Subscriptions

Subscriptions will be on a family basis. That is, immediate family members will be taken as one subscription (those living at the one address).

Yearly and half-yearly subscriptions will be encouraged. Individuals may pay on an attendance basis but, as this will cause more work for the Treasurer, we hope people will avail themselves of the discounted long-term rates.

Subscriptions will cover the cost of the centre, and the Commodore 64 User's Group newsletter each month (one newsletter per household).

RATES

1 Years subscription	\$18.00
(11 months)	
6 months subscription	\$10.00
10 months subscription	\$18.00
9 months subscription	\$16.00
8 months subscription	\$14.00
7 months subscription	\$12.00

A joining fee of \$5.00 is payable on joining and may be payable if renewal of subscription is not made within one month of due date.

There will be a grace period of two attendances for new/potential members before the joining fee will be payable. This will allow them to decide whether to join the club or not.

Casual attendees (those who have not paid the joining fee and long term subscriptions) will be asked to pay \$2.00 per night. This will pay for the venue (\$1.00) and the next month's newsletter (\$1.00).

DONCASTER CHAPTER

Our First General Meeting held at the Athenaeum Hall, Doncaster on the 14th February, 1984 was a great success. Not only did we resolve most agenda topics unanimously, but managed to elect a full committee.

Membership fees were discussed and are as follows—
\$2.00 per night for non-members

\$1.00 per night for members of other

64 User Groups

\$5.00 joining fee — family or single

\$10.00 membership per person (or family)
for 6 months duration

NOTE: These fees are payable at the next general meeting on Tuesday, 13th March, 1984 which starts at 7.30 p.m. sharp.

Guest Speaker at this meeting will be Robert Reid of Ultraphase Computers who will hold a talk on new games and equipment. Following this, Robert will give a talk on introduction to basic.

Robert can be contacted at:—

ULTRAPHASE COMPUTERS
264a Doncaster Road,
GREYTHORN. Vic., 3104

Phone: B/H 857 4233, 857 8026

COMMITTEE

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Frank Martin
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EAST KEW
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Dates of future meetings are:

Tuesday	13th March
	10th April
	8th May
	12th June
	10th July

I would like to take this opportunity in thanking Reg. Hore who organised this venue and agenda for our first meeting.

Grant Knight

Secretary

LAST NEWSLETTER?

Is this the last time you will receive our Newsletter? If you haven't already joined a Chapter, this will be the last! This edition is being mailed to anyone who has attended a Group Meeting at any occasion previously. If you wish to continue receiving our newsletter, but cannot attend a Chapter, then forward \$6.00 to the address shown on the back, and you will be placed on the mailing list.

Invitation

Robert and Heidi Reid invite all 64 User Group Members
to visit their **NEW**

UltraPhase Computer Store

at

**296 DONCASTER ROAD
GREYTHORN. (NTH. BALWYN)**

(One block closer to the Eastern Freeway entrance than the original location.)

UltraPhase Computers now stocks the **FULL** range
of Commodore Computers including
the 64 SX — Executive Portable
and the 700 series Business Computers.

UltraPhase Computers provides:

Melbourne's best range of Software and books for the Commodore 64

commodore
COMPUTER

Program Library

Plenty of Free Parking



Open late 6 p.m. Monday — Wednesday
9 p.m. Thursday and Friday
1 p.m. Saturday

User Group Discounts on Software and Hardware

In addition to our **NEW** Store, our original store has been converted to a Support and Education centre, providing a wide range of adult and childrens' computer courses. These include beginners and advanced programming and classes in Multiplan (spreadsheet) and Word Processing.

Bookings are now open for all classes.

Come in and take advantage of our great Opening Specials, friendly advice and service.

UltraPhase Computers

296 DONCASTER ROAD, GREYTHORN
Telephone: 857 4233